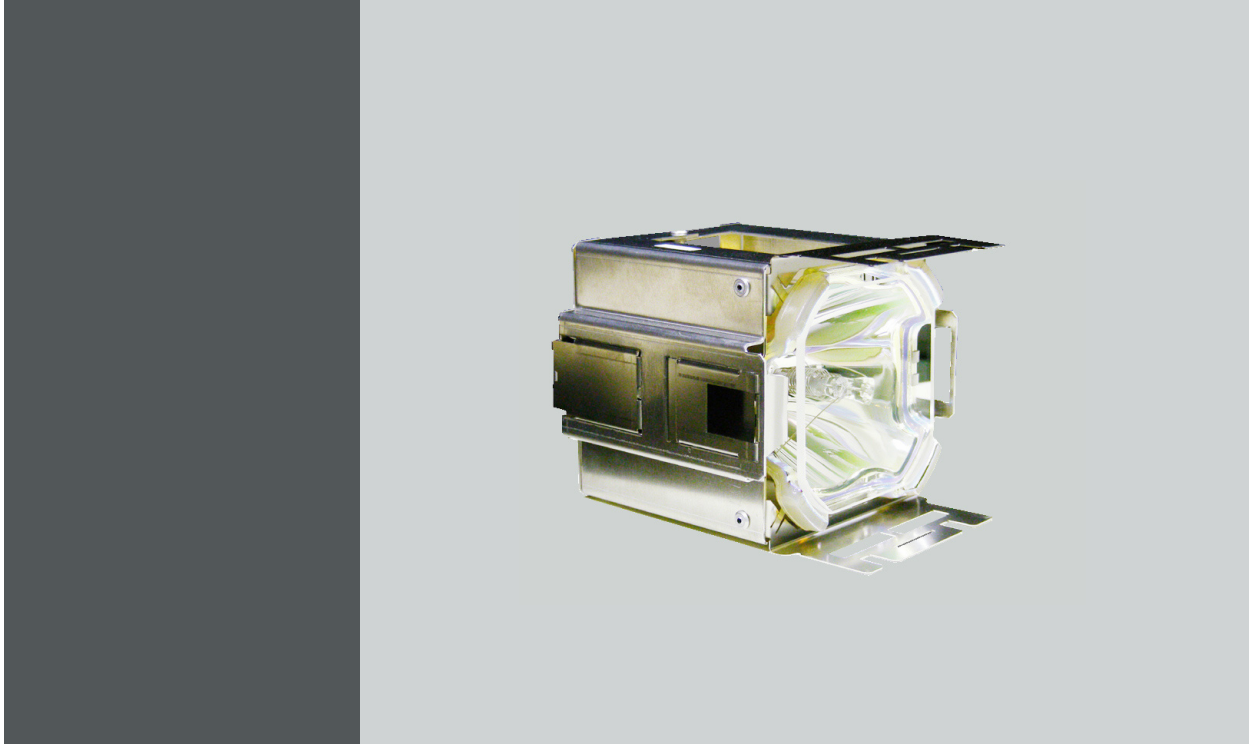


Lamp kit



Installation manual SIM 7 series

R9841805

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1. SAFETY

1.1 Safety Guidelines



This procedure is intended for use only by qualified service technicians who have been trained and authorized by Barco !



WARNING: Hot Surface and Risk of Explosion: Switch the projector to stand by and let it cool down for at least 15 minutes . These lamps consist of a quartz arc tube operating at very high temperature and high pressure which may explode suddenly. There is a risk of personal injury and property damage from hot quartz arc tube particles if handled incorrectly.



WARNING: Risk of Electrical Shock: Power down the projector and unplug the power cord from the wall outlet. Once the projector is cooled down and the power is off, continue with the procedure.



WARNING: Lamp Runtime Warning: Do not exceed the indicated maximum total lifetime of the lamp for safe operation in normal power mode. Do not use it longer ! Always replace the lamp with the BARCO lamp kit.



WARNING: UV Radiation Exposure : Never light the lamp if the rear cover (lamp cover) of the projector is removed, unless you wear UV radiation eye and skin protection.

1.2 Recycling guidelines



WARNING: Do not break or crush lamps because this may pose health and environmental risks when mercury vapors are released.



CAUTION: To avoid breaking the lamps, repack carefully when storing and transporting them.



CAUTION: Lamps may not be disposed as normal household trash.

Contact your local waste disposal facility for information on the recycling program for HID (High Intensity Discharge) lamps in your area.

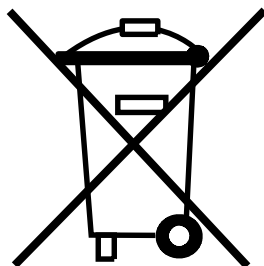


Image 1-1

Disposal options for mercury-containing lamps

- Recycle through a municipal or solid waste district household hazardous waste collection program in accordance with local regulations.
- Direct shipment to lamp recycler
- Shipment through a hazardous waste transporter

2. KIT DESCRIPTION

Overview

- Kit information
- Kit content

2.1 Kit information

Image

This lamp kit is to be installed in the SIM 7 series, which contains one 300 W UHP lamp. After installation of the new lamp, the **lamp runtime** must be reset in the OSD (On Screen Display).

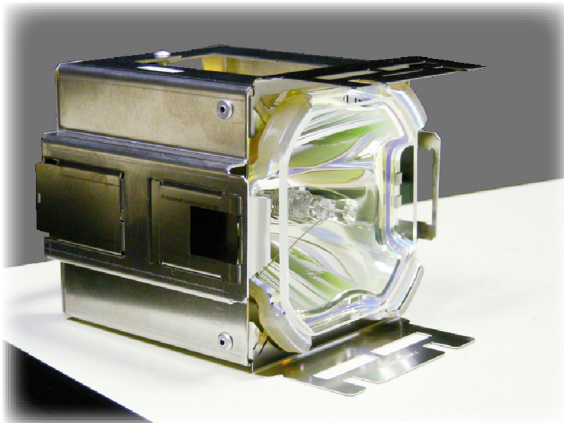


Image 2-1
Lamp



CAUTION: Do not touch the cover glass with your fingers. If the lamp is touched, finger prints can be removed by cleaning the lamp with alcohol.

2.2 Kit content

Kit overview

Projector	Kit number	Description	Quantity of lamps	Manual
SIM 7 series	R9841805	300 W UHP lamp	1	R59770113

2. Kit description

3. LAMP REPLACEMENT IN SIM 7C, SIM7D AND SIM 7Q

Overview

- Removing the lamp cover
- Removing the lamp door
- Removing the lamp
- Installing the lamp
- Installing the lamp door
- Mounting the lamp cover

3.1 Removing the lamp cover

Necessary tools

Torx screwdriver T10

How to remove the lamp cover?

1. Loosen the three fixation screws

Tip: These screws are fixed to the lamp cover and can not drop

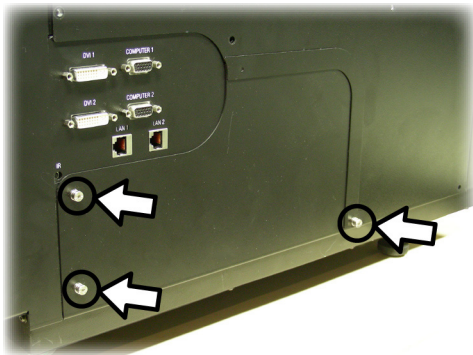


Image 3-1
Lamp cover: fixation screws

2. Slide the lamp cover to the rear side of the projector and down to release it

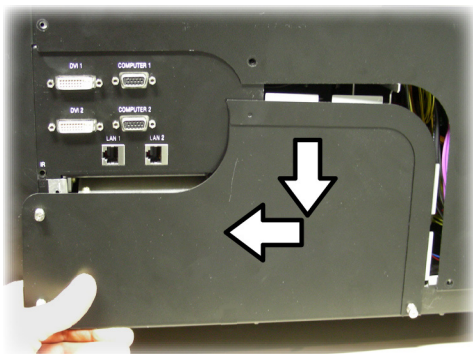


Image 3-2
Lamp cover: removing

3. Remove the lamp cover

3.2 Removing the lamp door

Necessary tools

Torx screwdriver T10

How to remove the lamp door?

1. Unplug the lamp power connector

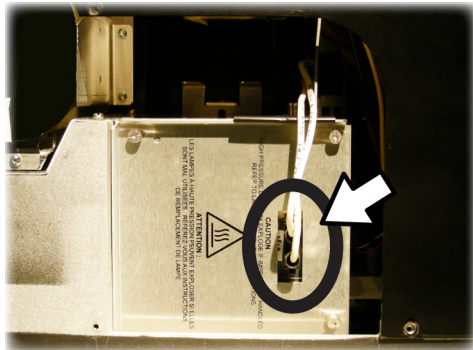


Image 3-3
Lamp: power connector

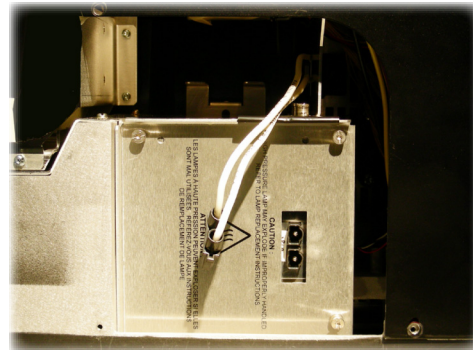


Image 3-4
Lamp: power connector unplugged

2. Loosen the three screws fixing the lamp door
Tip: These screws are no-loss screws and can not drop

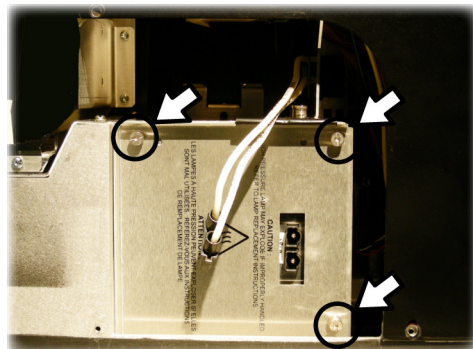


Image 3-5
Lamp door: fixation screws

3. Remove the lamp door

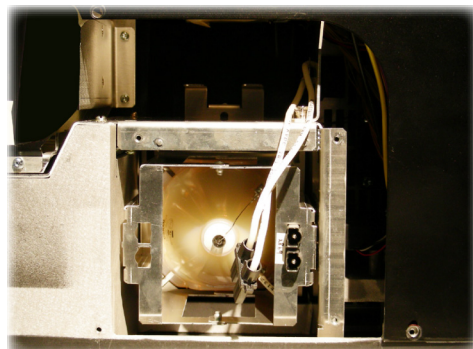


Image 3-6
Lamp door: removed

3.3 Removing the lamp

Necessary tools

No tools.

How to remove the lamp?

1. Lift the lamp locking handle to release the lamp
Tip: Gently push the lamp into its housing to ease the lifting of the lamp locking handle!

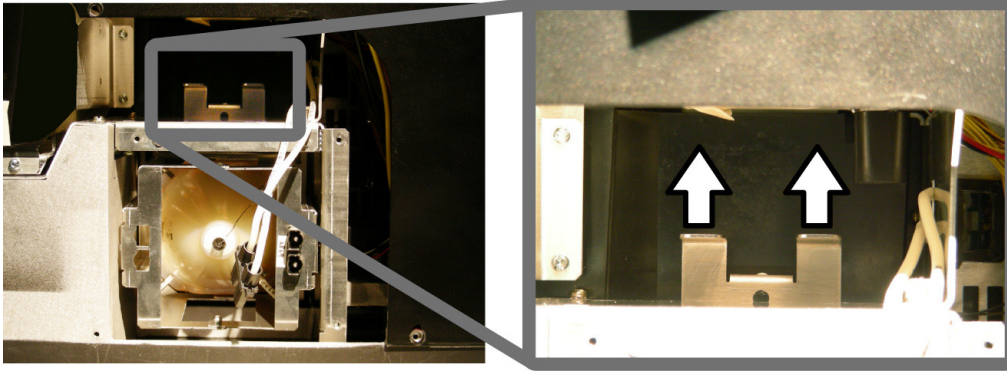


Image 3-7
Lamp locking handle: lift it to release the lamp

2. Pull out the lamp in a straight way

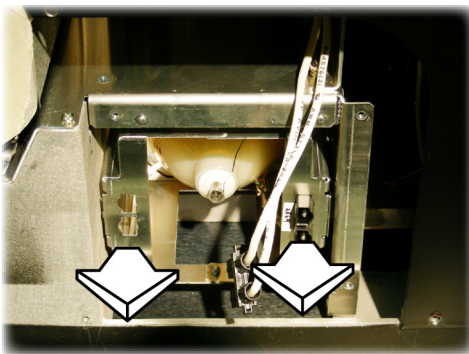


Image 3-8
Lamp: removing

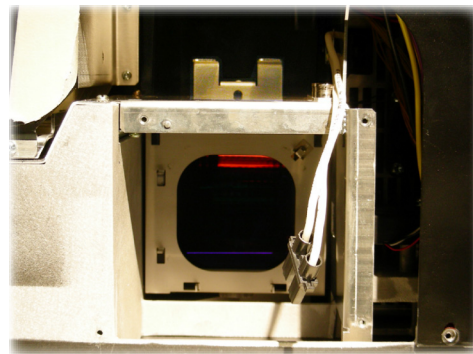


Image 3-9
Lamp: removed

3.4 Installing the lamp

Necessary tools

No tools.

How to install the lamp?

1. Make sure the lamp locking system is open

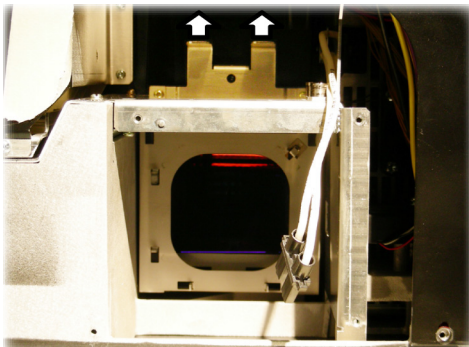


Image 3-10
Lens locking system: open

2. Slide the lamp in its slot while keeping the locking system opened. Back side of the lamp must be visible.

Tip: *The lamp can be locked in one position only: make sure the lamp is orientated with the power connector towards the projector front side.*

3. Lamp replacement in SIM 7C, SIM7D and SIM 7Q

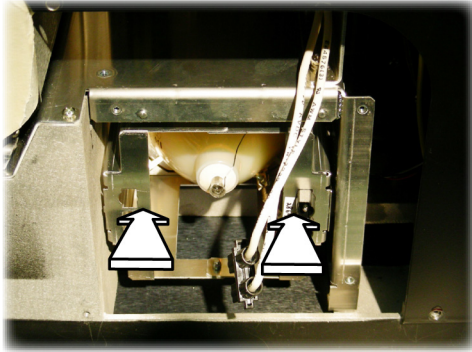


Image 3-11
Lamp: inserting

3. When the lamp is at its end position, release the locking system
4. Firmly push the bottom side of the lamp until it is locked ('click' sound)

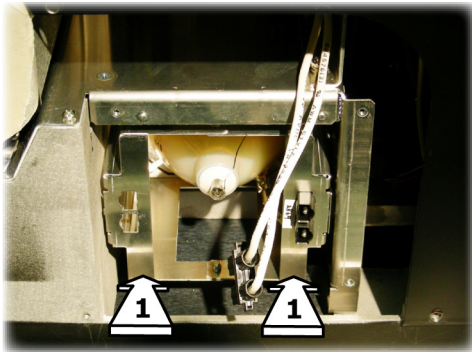


Image 3-12
Lamp inserting: firmly push the bottom side first

5. Then firmly push the top side of the lamp, while carefully pushing the lamp locking handle down

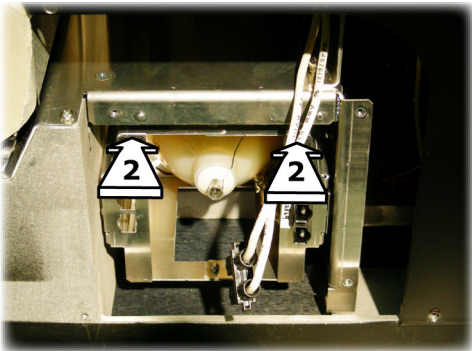


Image 3-13
Lamp inserting: firmly push the top side...

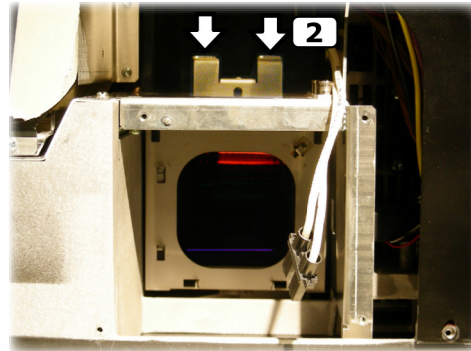


Image 3-14
Lamp inserting: ... while carefully pushing down the lamp locking handle

6. Check the fixation of the lamp by trying to move it left-right and up-down: it should not move!

3.5 Installing the lamp door

Necessary tools

Torx screwdriver T10

How to install the lamp door?

1. Put the lamp door in the right position
Tip: The two positioning points must coincide with the two positioning holes

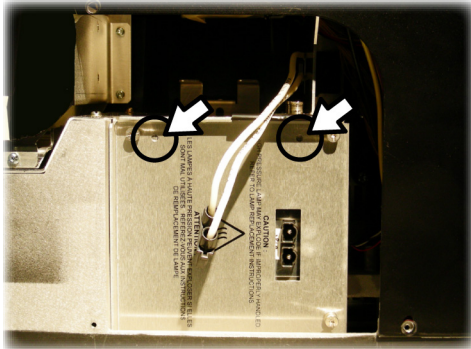


Image 3-15
Lamp door: positioning points & holes

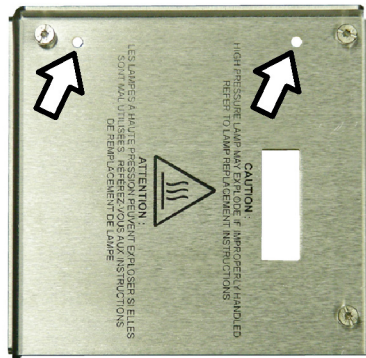


Image 3-16
Lamp door: positioning holes

2. Tighten the three screws

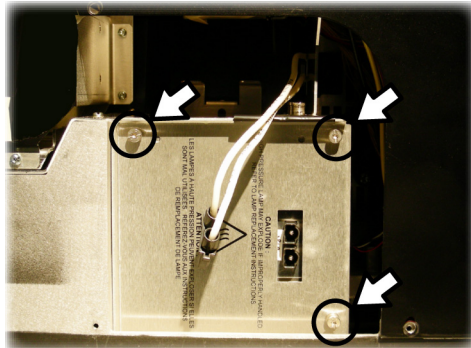


Image 3-17
Lamp door: fixation screws

3. Plug in the power connector

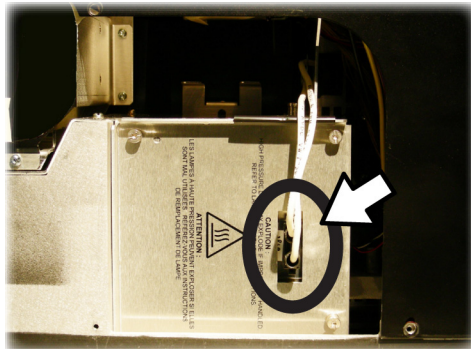


Image 3-18
Lamp: power connector

3.6 Mounting the lamp cover

Necessary tools

Torx screwdriver T10

How to install the lamp cover?

1. Put the lamp cover on the right position
2. Move the lamp cover up and to the front side of the projector (1): the joggles must slide behind the side cover of the projector (2)

3. Lamp replacement in SIM 7C, SIM7D and SIM 7Q

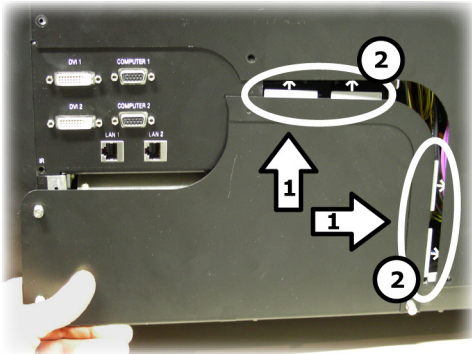


Image 3-19
Lamp cover: installing

3. Tighten the three screws

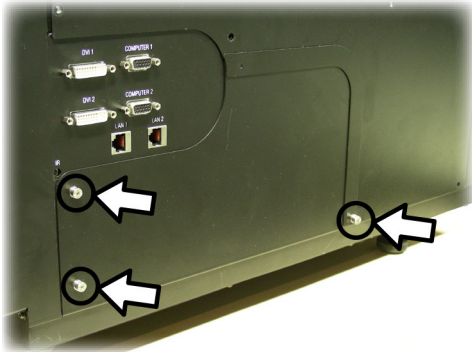


Image 3-20
Lamp cover: fixation screws

4. LAMP REPLACEMENT IN SIM 7DP AND SIM 7QP

Overview

- Removing the lamp cover
- Removing the lamp door
- Removing the lamp
- Installing the lamp
- Installing the lamp door
- Installing the lamp cover

4.1 Removing the lamp cover

Necessary tools

Torx screwdriver T10

How to remove the lamp cover?

1. Loosen the fixing screws of the lamp cover

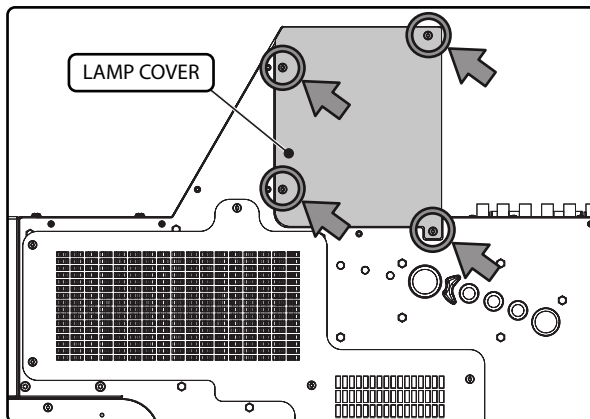


Image 4-1
Lamp cover: fixing screws

2. Remove the lamp cover

4.2 Removing the lamp door

Necessary tools

Torx screwdriver T10

How to remove the lamp door?

1. Disconnect the lamp power connector

4. Lamp replacement in SIM 7DP and SIM 7QP

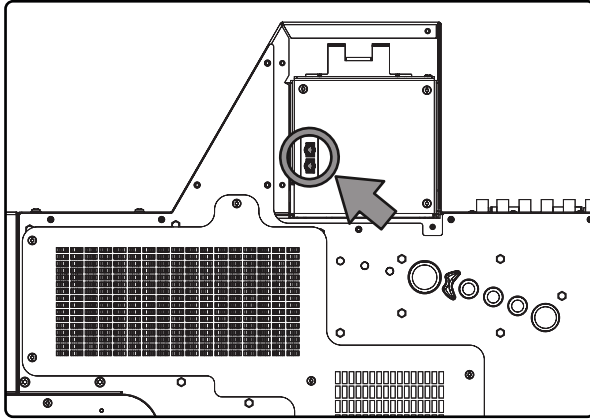


Image 4-2
Lamp: power connector

2. Loosen the fixing screws of the lamp door

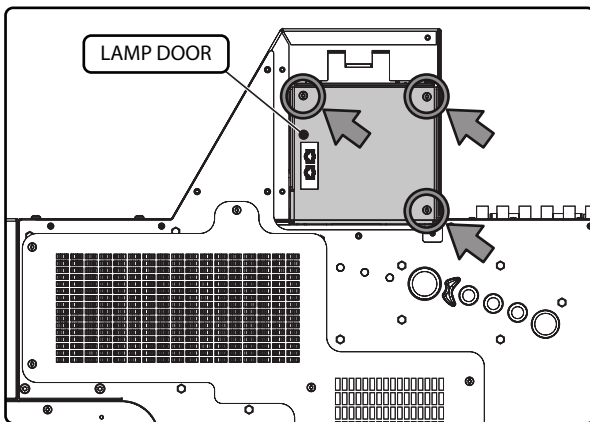


Image 4-3
Lamp door: fixing screws

3. Remove the lamp door

Warning: Make sure the lamp power wire does not get stuck between the lamp door and the projector frame.

4.3 Removing the lamp

Necessary tools

No tools.

How to remove the lamp?

1. Pull the locking handle to release the lamp

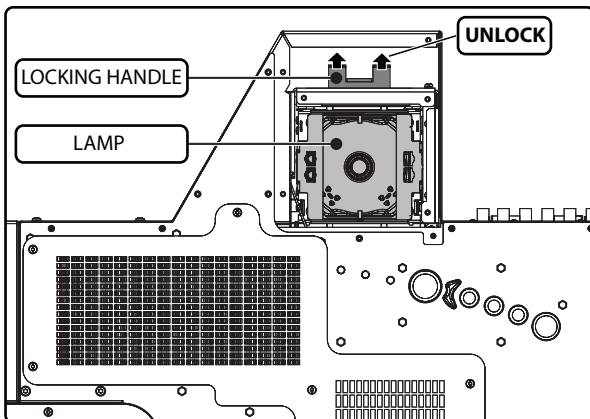


Image 4-4
Lamp: pull the handle to unlock

2. Slide out the lamp to remove it

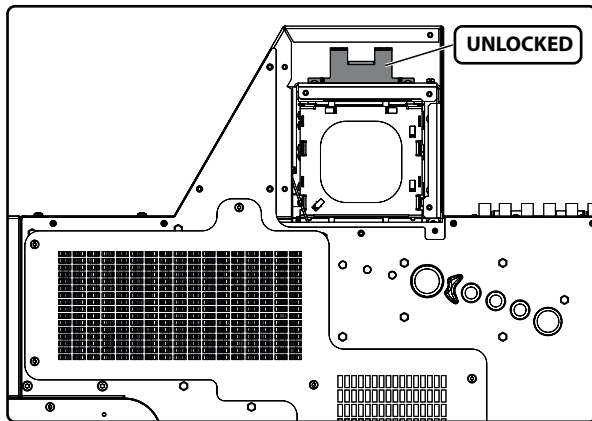


Image 4-5
Lamp: removed

4.4 Installing the lamp

Necessary tools

No tools.

How to install the lamp?

1. Make sure the locking handle is pulled out (= unlocked)

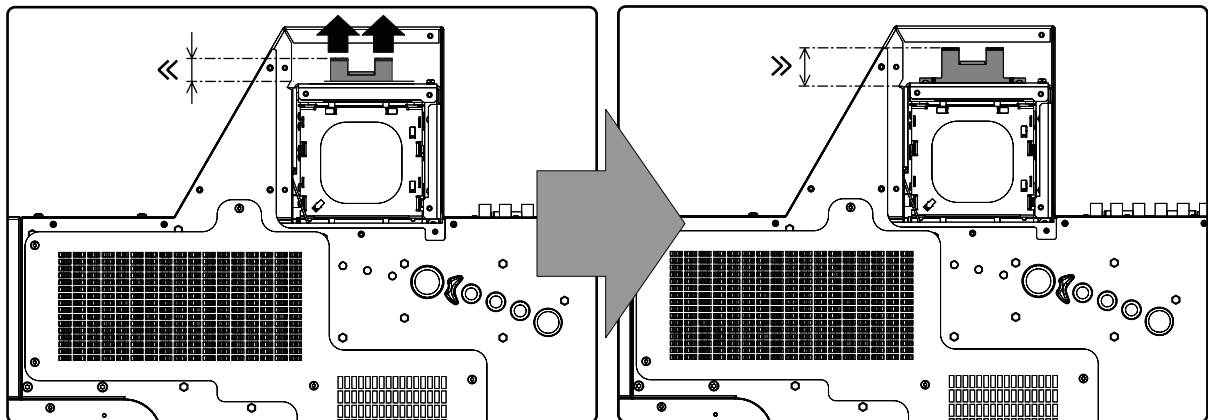


Image 4-6
Lamp locking handle: unlocked and locked

2. Slide the lamp in its housing. Back side of the lamp must be visible.

4. Lamp replacement in SIM 7DP and SIM 7QP

Tip: The lamp can be locked in one position only: make sure the lamp is orientated with the power connector towards the projector front side.

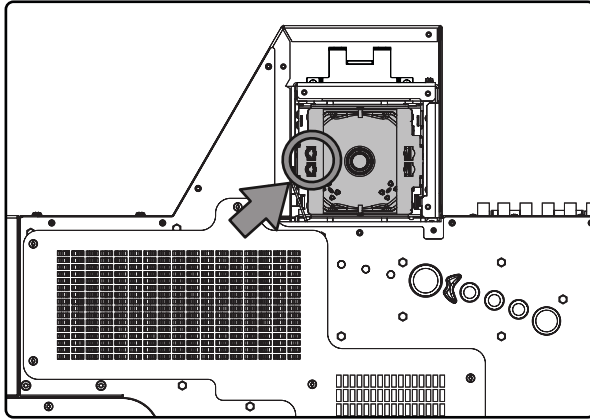


Image 4-7
Lamp power connector position

3. Firmly push the lamp
4. Fix the lamp by pushing the locking handle to locked position

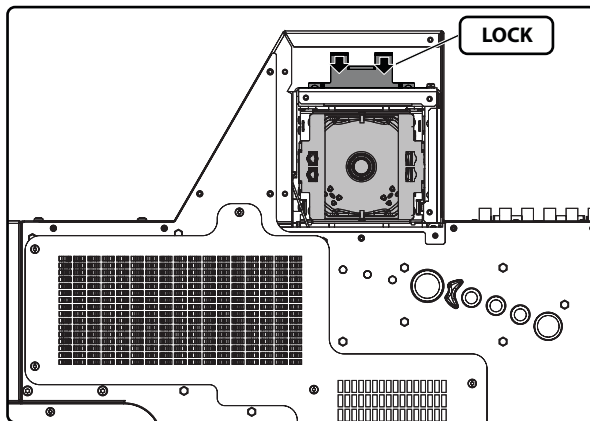


Image 4-8
Lamp: lock by pushing the handle

Tip: The lamp is locked well if you cannot move it anymore.

4.5 Installing the lamp door

Necessary tools

Torx screwdriver T10

How to install the lamp door?

1. Place the lamp door in the correct position
Warning: Make sure the lamp power wire does not get stuck between the lamp door and the projector frame.
2. Tighten the lamp door screws

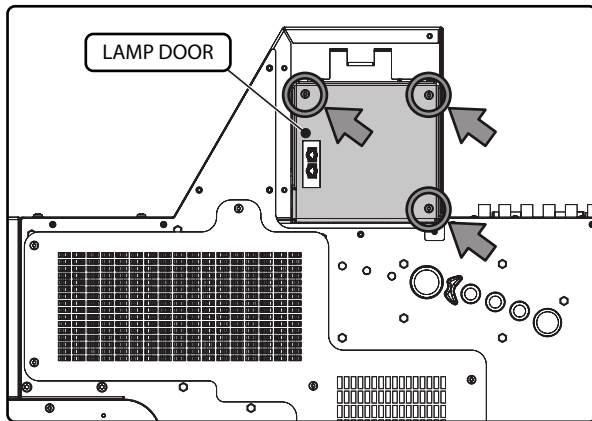


Image 4-9
Lamp door: fixing screws

3. Plug in the lamp power connector

4.6 Installing the lamp cover

Necessary tools

Torx screwdriver T10

How to install the lamp cover?

1. Place the lamp cover in its correct position
2. Tighten the lamp cover screws

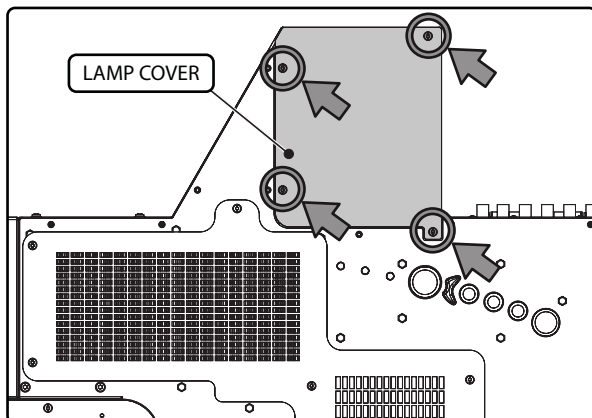


Image 4-10

4. Lamp replacement in SIM 7DP and SIM 7QP

5. RESETTING THE LAMP RUNTIME

5.1 Reset the lamp runtime

Necessary tools

No tools.

When to reset the lamp runtime?

The lamp runtime must be reset whenever a lamp is replaced by a new one.



WARNING: Both lamp runtime reset and lamp replacement can only be done by a trained operator or by Barco qualified service technicians.

How to reset the lamp runtime?

1. Press **MENU** to activate the toolbar
2. Press **→** to select *Lamps*
3. Press **↓** to pull down the *Lamps* menu
4. Use **↑** or **↓** to select *Reset runtime*

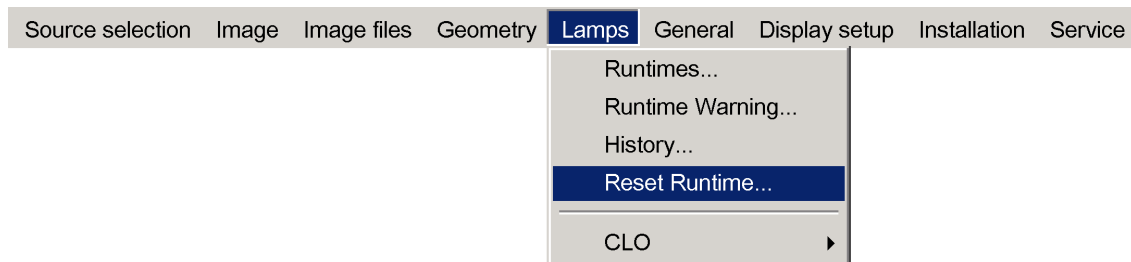


Image 5-1

5. Press **ENTER**
A dialog box is displayed

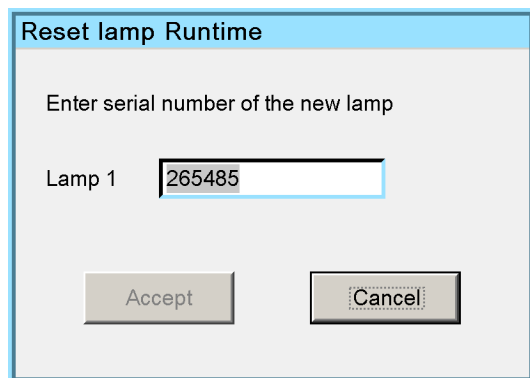


Image 5-2

6. Use **←** or **→** and the numeric keys on the remote control unit or the keypad on the top cover of the projector to enter the serial number of the new lamp
7. Press **ACCEPT**
8. Press **BACK** a number of times to leave the menu

5. Resetting the lamp runtime

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